Lab Report 16

# Problem

We need to create the methods that are used in the concert promoter class so that it can run properly.

# Proposed Solution

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| **Concert** |
| -Name : String  -Capacity : int  -soldByPhone : int  -soldByVenue : int  -PriceByPhone : double  -PriceByVenue : double |
| +getName() : String  +getCapacity() : int  +getNumTicketsSoldByPhone() : int  +getNumTicketsSoldAtVenue() : int  +getPriceByPhone() : double  +getPriceAtVenue() : double  +setBandName(String xName) : Void  +setCapacity(int xCapacity) : Void  +setPriceByPhone(double xPriceByPhone) : Void  +setPriceAtVenue(double xPriceByVenue) : Void  +setSoldAtVenue(int xSoldByVenue) : Void  +setSoldByPhone(int xSoldByPhone) : Void  +totalNumberOfTicketsSold() : Int  +ticketsRemaining() : int  +buyTicketsAtVenue(int xSoldByVenue) : Void  +buyTicketsByPhone(int xSoldByPhone) : Void  +totalSales() : double |

# Tests and Results

I tested the whole program out with what was on the tester and it worked fine.

# Problems Encountered

I didn’t have any problems doing this assignment.

# Conclusions and Discussion

This lab usually is done the same way. There can be little things changed but the overall program is the same.

# Additional Questions

1. Draw a UML diagram to represent the Concert class in the proposed solution section.

2. How can you distinguish 2 overloaded methods? The order that the variables are placed in and what variables the method consists of.